

### REMARKS

Claims 1-14 have been canceled. New Claims 15-26 have been added. Claims 15-26 are pending.

The Examiner previously rejected Claim 4, on which new Claim 15 is based, under 35 U.S.C. § 103(a) as being unpatentable over 3DCreate in view of U.S. Patent No. 5,844,569 to Eisler et al. (Eisler).

The rejection is respectfully traversed. The Examiner has acknowledged that "3DCreate does not explicitly disclose placing a representation of the component of the object in a drawing buffer as the component is being drawn or transmitting the representation of the component in the drawing buffer to an animation buffer." Office Action, p. 5.

Eisler discloses two buffers, a "front buffer" and a "back buffer." The buffers are used to "perform a flip on a structure" wherein "the interface swaps or 'flips' the reference pointers 150, 152. After the flip, the front buffer reference pointer 156 refers to region B 160 and the back buffer reference pointer 154 refers to region A 158." Eisler, col. 11, lines 39-43.

Performing a flip with a front buffer and back buffer is not "a representation of a component of the object is placed in a drawing buffer as the component is being drawn," "transmitting the representation to an animation buffer," and "displaying in an animation window the object in an animated manner from the animation buffer," as recited in Claim 15. As such, Claim 15 is believed to be allowable.

Claims 16-20 depend from Claim 15 and are believed to be allowable for the same reasons described above.

The Examiner previously rejected Claim 5, on which new Claim 21 is based, under 35 U.S.C. § 103(a) as being unpatentable over 3DCreate in view of U.S. Patent No. 5,719,593 to De Lange (De Lange).

The rejection is respectfully traversed. The Examiner has acknowledged that “3DCreate does not explicitly disclose placing a representation of the component of the object in shared buffer and displaying directly from the shared buffer the component of the object in the animation window.” Office Action, p. 6.

De Lange discloses “supplying a stream of foreground input image pixels to [a] display controller via a foreground image connection” and supplying “a stream of background input image pixels to [a] display controller via a background image connection.” The display processor of De Lange “processes the input pixels and propagates the pixels to memory elements of a frame buffer.”

Supplying a stream of foreground input image pixels and a stream of background input image pixels to a display controller and propagating those pixels to memory elements of a frame buffer is not “a representation of a component of the object is placed in a shared buffer as the component is being drawn,” and “displaying in an animation window the object in an animated manner from the shared buffer,” as recited in Claim 21. As such, Claim 21 is believed to be allowable.

Claims 22-26 depend from Claim 21 and are believed to be allowable for the same reasons described above.

Reconsideration of the application and allowance of all claims are respectfully requested based on the preceding remarks. If at any time the Examiner believes that an interview would be helpful, please contact the undersigned.

Respectfully submitted,

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